

Gagandeep Singh

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EDUCATION

2013 – 2014 **CGPA: 9.8/10.0**

Adarsh Public School

2015 – 2016 **Percentage: 96%(Overall)**

Adarsh Public School

2016 – PRESENT **Btech Undergraduate**
Indraprastha Institute of Information Technology, Delhi

SOFTWARE SKILLS

LANGUAGES C/C++, JAVA, Python, HTML, CSS, JavaScript, MySQL, Ruby

TECHNOLOGIES Django, Ruby on Rails, React-JS, Apache Spark, Hadoop DFS, Numpy, Pandas, Git, Keras, Tensorflow, Scipy, Scikit-learn

OPERATING SYSTEMS Linux/Unix, MacOSx, Windows

EXPERIENCE

MAY 2019-PRESENT

Undergraduate Researcher

Co-Location Pattern Mining

Implementing algorithms for **spatial co-location pattern mining** on top of the predefined algorithms and devising a new support measure and trying to parallelize its implementation using Apache Spark.

MAY 2018

Intern

Camp K12

Teaching intern with CAMP-K12 in the fields of JAVA and Android.

AUGUST 2017

ODESSEY'18, IIIT Delhi

Event Head, PWNED

Event head at the gaming event PWNED at Odessey'18.

PUBLIC PROJECTS

2018 **Terrorist Attack Prediction and Analysis (Terrorist Attack Prediction)**

The project implements terrorist attack prediction and cluster analysis of terrorist attacks using **ML library in Apache-Spark**. **Hadoop's map reduce** based implementation was used to produce the total number of attacks in a particular region.

2019 **Mining Spatial High Utility Co-Location Patterns (Extended Pruning Algorithm)**

Implemented the extended pruning algorithm for finding spatial co-location patterns.

2019 **Recommender System (Movie recommendation)**

A recommender system for movie recommendations written in **python notebooks**.

2019 **Weather App (Weather-App)**

A web application made in **React-JS** which uses weather api and Google places API to graphically present the variation in weather conditions.

2018 **Departmental Store (Departmental Store)**

A departmental store web app using **Ruby on Rails**, wherein the user can log into their account and can buy anything. The software also had some basic spec tests. The project was implemented using **Agile** methodologies.

2017 **Chain Reaction (Chain Reaction)**

The game Chain reaction as a desktop app, which included a basic AI using probability and randomness. The game could be played for 1-8 players.

2018 **GYM Management System**

A GYM Management System with MySQL at its backend and JAVA-FX as its front end.

COURSE WORK

- **Data Mining, Big Data Analytics, Machine Learning, Deep Learning, Artificial Intelligence**
- Data Structure and Algorithms, Analysis and Design of Algorithms, Database Management System, Operation Systems, Linear and Abstract Algebra, Computer Networking